

### The PHENIX Event Builder

#### **David Winter**

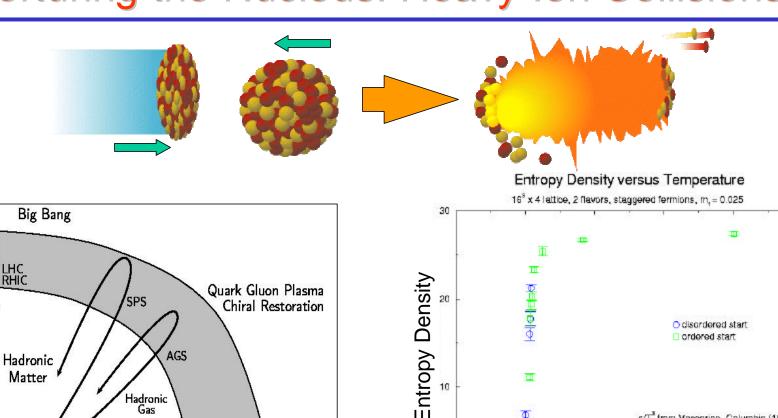
Columbia University
for the PHENIX Collaboration
DNP 2004
Chicago, IL



#### Overview

- Introduction
  - Quarks & Gluons at the extreme: Heavy Ion Collisions at RHIC
  - The challenge: The PHENIX experiment and its DAQ
- The Event Builder
  - Software & Hardware
  - System Design
  - Monitoring & Performance
- Present and Future Development
- Summary

# PH® Torturing the Nucleus: Heavy Ion Collisions



"Cartoon" of what we imagine to be phase diagram of hadronic matter (Temp vs. baryon density)

~ 5-20

Hadronic

 $\rho/\rho_0$ 

Lattice QCD calculations have long indicated existence of phase transition

s/T3 from Vaccarino, Columbia (1991)

250

**Temperature** 

Φ

150

100

Neutron Stars

200

150

∑ 100

50

LHC RHIC

Normal Nuolea Matte



### PHENIX @ RHIC

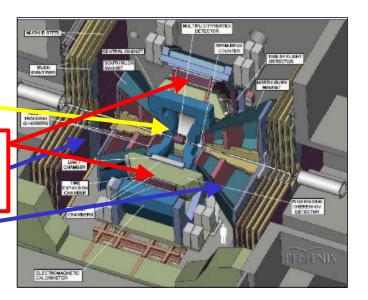


- Two independent rings
- 3.83 km circumference
- Capable of colliding ~ any nuclear species on ~ any other species
- Center of Mass Energy:
  - → 500 GeV for p-p
  - → 200 GeV for Au-Au (per N-N collision)
- Luminosity
  - Au-Au: 2 x  $10^{26}$  cm<sup>-2</sup> s<sup>-1</sup>
  - $p-p : 2 \times 10^{32} \text{ cm}^{-2} \text{ s}^{-1} \text{ (polarized)}$

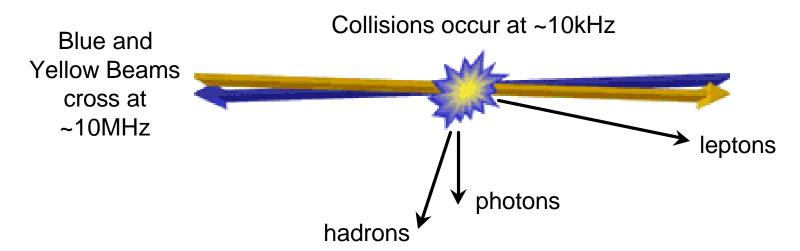
Event characterization detectors in center

Two forward arms for measuring muons

Two central arms for measuring hadrons, photons and electrons



# PHISENIX Data Collection: The Challenge



- High rates
- Large event sizes (Run-4: >200 kb/event)
- Interest in rare physics processes

#### => Big Headache

- How do we address these challenges?
  - Level-1 triggering
  - Buffering & pipelining: "deadtime-less" DAQ
  - High Bandwidth (Run-4: ~400 MB/s archiving)
  - Fast processing (eg. Level-2 triggering)

#### Run-4

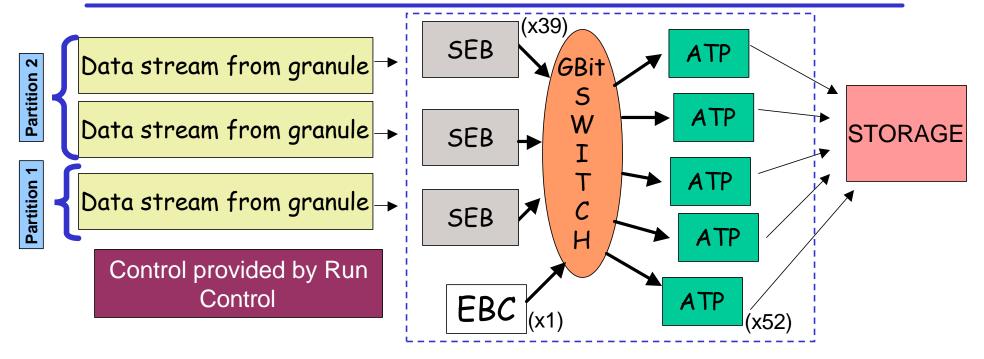
1.5 Billion Events 300-400 MB/s ~200 kB/event 2-2.5 kHz rate

#### Run-5

~200 kB/event 5 kHz rate ⇒1 GB/s !!



#### **Event Builder Overview**



- Three functionally distinct programs derived from the same basic object
- SubEvent Buffer (SEB): Collects data for a single subsystem a "subevent"
- Event Builder Controller (EBC): Receives event notification, assigns events, flushes system
- Assembly Trigger Processor (ATP): Assembles events by requesting data from each SEB, writes assembled events to short-term storage, can also provide Level-2 trigger environment



### Software & Hardware

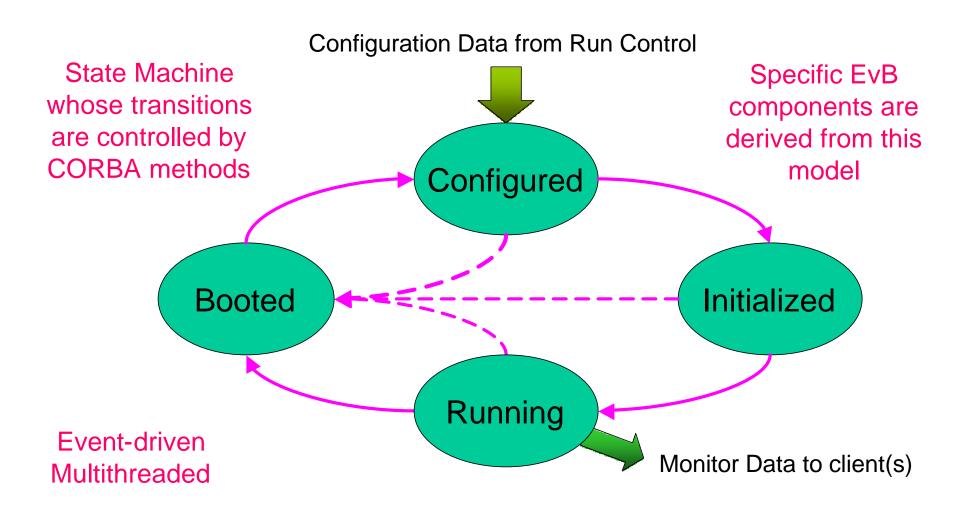
- Software environment: Run-4 to Run-5 paradigm shift
  - New platform: Windows NT/2k → Linux 2.4.x (FNAL's SL3.0.2)
  - New compiler: Visual C++ 6.0 →GCC 3.2.3
  - Same: Iona Orbix (CORBA), Boost template library
- 105 1U Rack-mounted dual CPU x86 servers
  - 1.0 GHz PIII & 2.4 GHz P4 Xeon
  - Gigabit NIC (Intel PRO/1000 MT Server)
- Foundry FastIron 1500 Gigabit Switch
  - 480 Gbps total switching capacity
  - 15 Slots, 10 in use (includes 96 Gigabit ports)
- JSEB: custom-designed PCI card
  - Interface between EvB and incoming data stream
  - Dual 1 MB memory banks (allows simultaneous r/w)
  - Programmable FPGA
  - Latest firmware enables DMA Burst up to 100 MB/s I/O







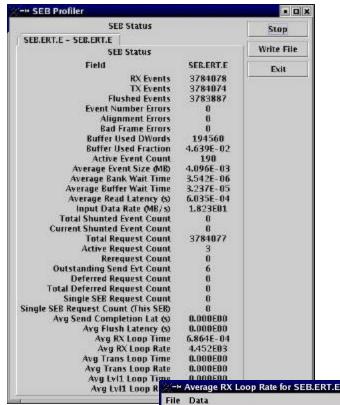
## **Basic Component Design**



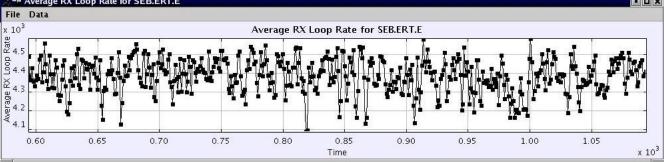
UDP sockets for data TCP sockets for control



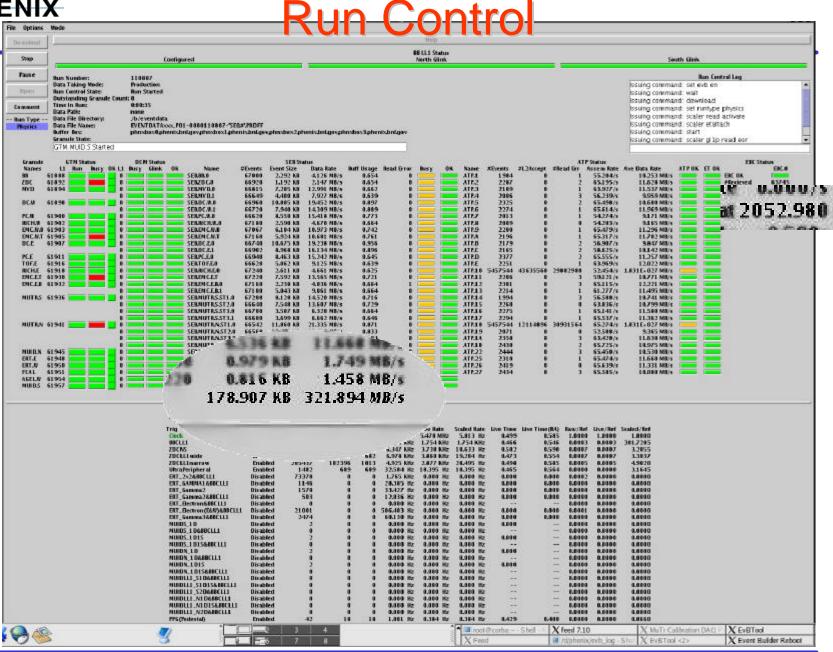
## Performance Monitoring



- Each component keeps track of various statistics
- Data served via CORBA calls
- Java client displays stats in "real time"
- Strip charts display data as function of time
- Histograms display data as function of component









#### Where does the future lie?

How do we break the 2.5 kHz boundary?

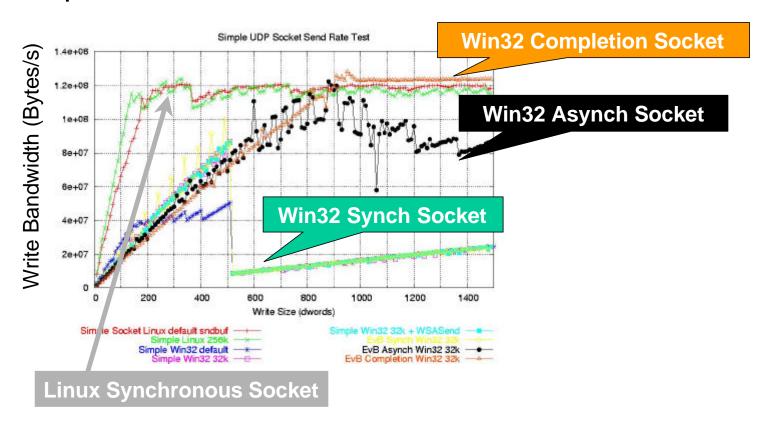
The most important improvement we can make: Port to Linux

- Win32 was the right platform when using ATM
  - ATM (completely) replaced by Gigabit in Run-4
- At the limit of what Win32 can provide us
- Growing pains while porting
  - Thread-safety: Replacing Interlocked operations
    - Who said writing atomic operations in assembly isn't fun?
  - Replacing Overlapped socket I/O with synchronous I/O
    - Linux and AIO? Maybe in our lifetime...
  - Event synchronization: Events vs. Condition variables
  - Timeout mechanisms (eg. Dropped packets/events)



### The Impact of a Linux Port

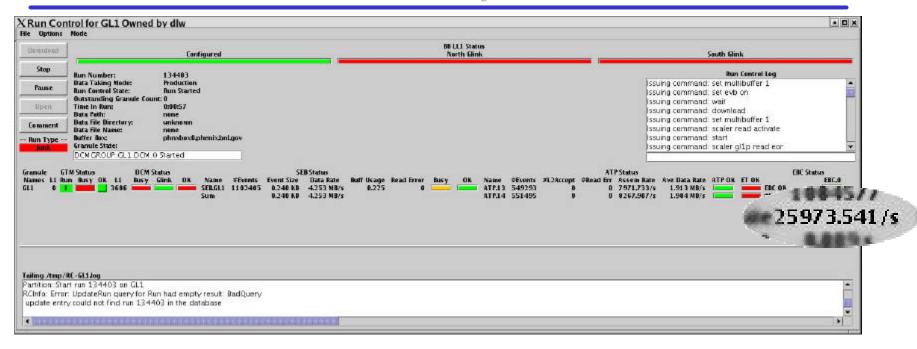
#### A picture is worth a thousand words



Linux beats Win32 hands-down in simple socket tests



## The Payoff



- Tests with multiple granule partitions have been performed
- Fake Data Mode with 1 & 2 granules
  - 26 kHz (0.240 kB/event) to 10 kHz (~150 kB/event)
- Clock Triggers with 1, 2, & 4 granule partitions
  - 4.5 5 kHz (little to no dependence on event size)



## Summary

- Ideal laboratory for the study of hot, dense quark matter: Heavy Ion Collisions at RHIC.
- The PHENIX experiment is designed to make high statistics measurements of a variety of physics processes, esp. rare signatures
- The PHENIX Event Builder lies at the heart of a parallel pipelined DAQ, enabling high rates of archiving.
  - Three multithreaded programs originally implemented on Win32
  - Win32 EvB has done a respectable job so far, but we need more
- Linux is the future of the PHENIX EvB
  - Synchronous I/O superior to even Win32's overlapped I/O
  - OS overheads much lower (in general)
  - Various issues when porting from Win32 to Linux
    - I/O, timers, threading
- Bottom line: Run-5 will have a Linux Event Builder that early tests show will improve performance by as much as a factor of 10. The goal of archiving up to 1 GB/s at 5 kHz is well within reach.

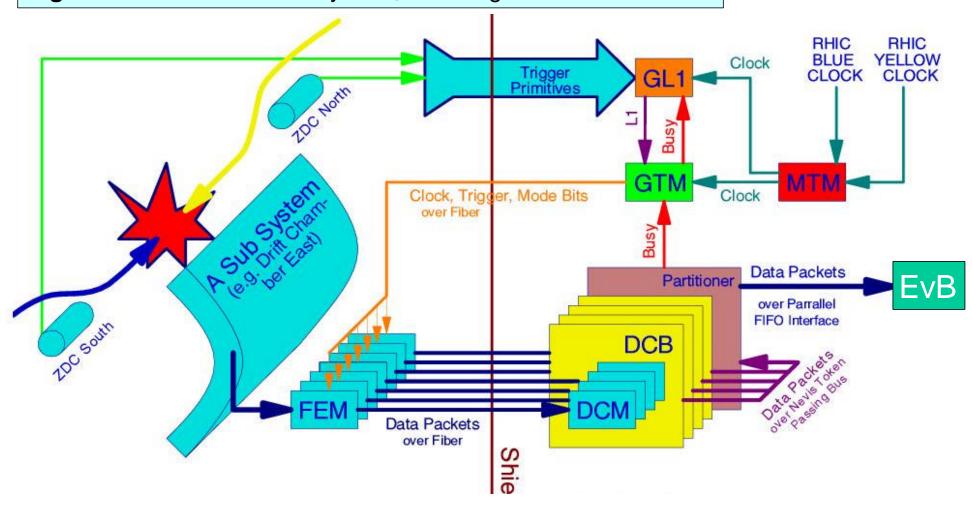


#### **Backup Slides**



#### The PHENIX DAQ

A granule is a detector subsystem, including readout electronics



A **partition** is one or more granules that receives the same triggers & busies



### **JSEB Interface Card**

JTAG port for — programming FPGA

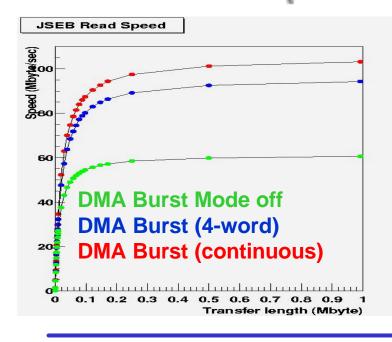
Input for JSEB cable from DAQ

PLX 9080 PCI controller

Altera FLEX10k FPGA

2 banks of1 MB static RAM

PCI 2.1 interface: 32-bit 33 MHz with 3.3v or 5v signaling



- Interfaces the DAQ to the SEB
- Data transmitted via 50-pair 32-bit parallel cable
- (Pseudo) Driver provided by Jungo
- Latest firmware provides DMA burst mode



#### **CORBA**

#### Common Object Request Broker Architecture

- The networking protocol by which the run control software components talk to each other.
- Based on a client/server architecture through a heterogeneous computing environment.
  - VxWorks, Linux, Windows NT/2000
- Servers: implement "CORBA Objects" that execute the functionality described in the member functions of the object
- Clients: invoke local CORBA Object's methods. This causes the server to execute the code of its corresponding member function

# PHINCharacterizing PCI bus interactions

JSEB contention read test
Without network writing (top curves)
With network writing (bottom curves)

